

We Claim:

1. A method for delivering an asset over a network comprising:
supplying an asset list by a content provider over the network to a user device, said user device including a client process; and
delivering the asset, corresponding to the asset list, over the network to the user device when a predetermined constraint is satisfied.
2. The method according to claim 1, wherein the asset is at least one of an audio content, a video content, a text content, a right to use license or a multimedia file.
3. The method according to claim 1, wherein the asset list is generated by a request from the user.
4. The method according to claim 1, further including accessing a content web site of a content provider.
5. The method according to claim 1, wherein the predetermined constraint is at least one of the user device being idle, the network Quality of Service (QOS), or the bandwidth usage being below a predetermined operating level.
6. The method according to claim 1, wherein the predetermined constraint is at least one of the user device CPU usage, or memory usage in the user device being below predetermined operating levels.
7. The method according to claim 1, wherein the client initiates the delivery of the asset, from the content provider, over the network to the user device.
8. The method according to claim 1, wherein the asset is stored on a local cache.
9. The method according to claim 8, further comprising presenting the stored asset in conjunction with real time content, said real time content provided by the content provider.
10. The method according to claim 1, wherein the time of day is included in the predetermined constraint.

11. The method according to claim 8, further determining at least one parameter from the user device CPU usage, the bandwidth usage, the local cache usage, and a user device activity timer.

12. The method according to claim 8, further comprising presenting a substitute asset in conjunction with real time content from the content provider, in the event that the asset is unavailable at the user.

13. A method for presenting to an user a continuous and uninterrupted stream of content over the network, the method comprising:

supplying an asset list by a content provider over the network to a client process, said client process operating in a device of the user;

delivering an asset, from a remote location, over the network to the user device when a predetermined constraint is satisfied, wherein information of the remote location is obtained from the asset list; and

integrating the delivered asset with a content stream being received by the user device from the remote location over the network, and thereby providing the user with a continuous and uninterrupted stream of content.

14. The method according to claim 13, wherein the asset is at least one of an audio content, a binary data content, a video content, a right to use license, a text content, or a multimedia file.

15. The method according to claim 13, wherein the asset list is provided by the content provider to the client process.

16. The method according to claim 13, further including accessing a content web site of a content provider.

17. The method according to claim 13, wherein the predetermined constraint includes at least one of the user device being idle, the network Quality of Service (QOS), or the bandwidth usage being below a predetermined operating level.

18. The method according to claim 13, wherein the predetermined constraint includes at least one of the CPU usage for the user device, or the user device memory usage being below predetermined operating levels.

19. The method according to claim 13, wherein the client initiates the delivery of the asset, from the content provider, over the network to the user device.

20. The method according to claim 13, wherein the asset is stored on a local cache.

21. The method according to claim 20, further comprising presenting the stored asset in conjunction with real time content, said real time content provided by the content provider.

22. The method according to claim 13, wherein the time of day is included in the predetermined constraint.

23. The method according to claim 20, further determining at least one parameter from the user device CPU usage, the bandwidth usage, the local cache usage, and a user device activity timer.

24. The method according to claim 20, further comprising presenting a substitute asset in conjunction with real time content from the content provider, in the event that the asset is unavailable at the user.

25. The method according to claim 13, wherein the asset list is delivered to the client process by a content provider.

26. A system for presenting to an user a continuous and uninterrupted stream of content over the Internet, the system comprising:

an asset list made available by a content provider over the internet to a client process, said client process operating in a device of the user;

an asset, made available from a remote location, over the network to the user device when a predetermined constraint is satisfied, wherein information of the remote location is obtained from the asset list.

27. The system according to claim 26, further including an integrator tool for integrating the delivered asset with a content stream being received by the user device from the remote location over the internet, and thereby providing the user with an uninterrupted stream of content.

28. The system according to claim 26, wherein the asset is at least one of an audio content, a video content, a binary data content, a text content, or a multimedia file.

29. The system according to claim 26, wherein the asset list is provided to the client process by the content provider.

30. The system according to claim 26, further including accessing a content web site of a content provider.

31. The system according to claim 26, wherein the predetermined constraint includes at least one of the user device being idle, or the bandwidth usage being below a predetermined operating level.

32. The system according to claim 26, wherein the predetermined constraint includes the user device CPU usage, or the user device memory usage being below predetermined operating levels.

33. The system according to claim 26, wherein the client initiates the delivery of the asset, from the content provider, over the network to the user device.

34. The system according to claim 26, wherein the asset is stored on a local cache.

35. The system according to claim 34, further comprising means for presenting the stored asset in conjunction with real time content, said real time content provided by the content provider.

36. The system according to claim 26, wherein the time of day is included in the predetermined constraints.

37. The system according to claim 34, further comprising means for determining at least one parameter from the user device CPU usage, the bandwidth usage, the local cache usage, and a user device activity timer.

38. The system according to claim 34, further comprising means for presenting a substitute asset in conjunction with real time content from the content provider, in the event that the asset is unavailable at the user.

39. The system according to claim 26, wherein the asset list is updated periodically by the content provider.

40. The system according to claim 26, wherein the client process is associated with a plurality of asset lists.

41. The system according to claim 26, wherein the asset list includes at least one of an expiration date, a callback URL, a client side token, a throttle parameter, a refresh rate parameter, a delete asset flag, a help link, and resource path information.

42. The system according to claim 26, wherein the asset is delivered to at least one of a cable provider or an internet service provider before delivery of the asset to the user device, said cable and internet service provider being in geographical proximity to the user device.

43. A method for presenting to an user a stream of content over the network, the method comprising:

- supplying an asset list by a content provider over the network to a client process, said client process operating on a device of the user;

- delivering an asset, from a remote location, over the network to the user device when a predetermined constraint is satisfied, wherein information of the remote location is obtained from the asset list; and

- integrating the delivered asset with a content stream being received by the user device from the remote location over the network;

- wherein the asset and the content stream are essentially seamlessly presented to the user.

44. A system for presenting to an user a continuous and uninterrupted stream of content over the Internet, the system comprising:

an asset list made available by a content provider over the internet to a client process, said client process operating in a device of the user;

an asset, made available from a remote location, over the network to the user device when a predetermined constraint is satisfied, wherein information of the remote location is obtained from the asset list; and

an integrator tool for integrating the asset with a content stream being received by the user device from the remote location over the Internet, thereby providing the user with an uninterrupted stream of content;

wherein the predetermined constraint includes at least one of at least one of the user device being idle, the Internet bandwidth usage being below a predetermined operating level, the time of day, the user device CPU usage, or memory usage being below predetermined operating levels.

45. A method for receiving an asset over a network comprising:

delivering an asset list by a content provider over the network to a client, said client operating in a user device; and

receiving the asset, corresponding to the asset list, over the network at the user device when a predetermined constraint is satisfied;

wherein the predetermined constraint is at least one of the user device being idle, the network Quality of Service (QOS), the network bandwidth usage being below a predetermined operating level, the user device CPU usage, or memory usage in the user device being below predetermined operating levels.

46. A method for providing a home media library to a user over a network, the method comprising:

supplying an asset list by a content provider over the network to a set-top box, the set-top box including a client process which manages the delivery of assets; and

delivering an asset, from a remote location, over the network to the set-top box when a predetermined constraint is satisfied, as indicated by the client process wherein information of the remote location is obtained from the asset list.

47. A method of transmitting movies to a set-top box in a viewer's home for storage and subsequent viewing, the method comprising the steps of:

receiving a media asset list from a content provider on a set top box, the media asset list comprising a list of media assets to be downloaded and information about the location of each of the media assets;

running a client process on a set top box that reads the media asset list to determine what media assets should be transferred to the set top box and manages the delivery of digital media assets based on predetermined constraints;

downloading digital media assets from a remote content provider to the set top box when the predetermined constraints are satisfied; and

storing the downloaded digital media assets on the set top box for subsequent viewing by the user on a television or other display device.